

Storing and recalling

SA-04-0988

Storing sound files

In order to store sound files in an organized fashion, you can give each sound file an identifying name and caption.

Sound file names

Each sound file is identified by a **sound file name**. This can be the filename that you assign or one assigned to it automatically in the format

NEWF[four-digit number]

Any time you record or modify a sound file in poly memory, a new file is created. The first file is named NEWF1000, the second is NEWF1001 and so on. The new name is displayed immediately as the current filename.

A sound file name that you assign can be any combination of up to eight letters, numbers and symbol characters. Choose a name that readily identifies the sound and perhaps includes the pitch at which the sound was originally recorded.

Spaces and the following characters cannot be included in the filename.

? ! : ; , / \ < > + = % & * | @

If one of these characters is included, an error message appears at the bottom of the screen.

Error: Invalid Character in Filename . . .

You can name the current sound file when you store it to the Winchester or at any time when it is in poly memory (see "RENAME" and "SAVE" later in this section for instructions).

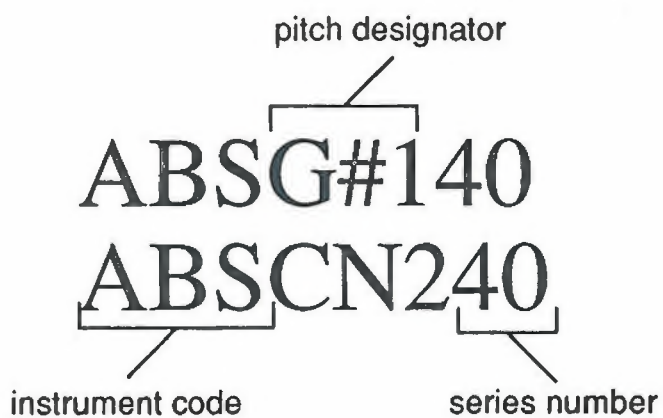
*Sound file name as
used in the New
England Digital
Timbre Library*

pitch designator

ABSG#140

ABSCN240

instrument code series number



Storing sound files (con't)

Sound file captions

You can give each sound file a descriptive caption of up to 256 characters that describes it in more detail than the sound file name. The caption is stored with the sound file and can be used to identify the sound file more precisely.

1. Select the Sound File Editor from the Main Menu.
2. Select the Display menu.
3. Select the CAPTION command.

The menu is replaced by a prompt.

Assign a caption to the sound file=>

4. Enter a caption of up to 256 characters.

The new caption is displayed next to the sound file name at the top of the screen.

Once a sound file caption has been stored, it can be edited from the Screen Editor using the Caption utility. See the *Organizing and Storing Sounds* manual for instructions.

Agogo bell, high—closed, hit with metal striker

Car door slam and engine start

Wooden flute—low harmonic of A3

Heavy ride cymbal bell 2, left

Rain in sheets striking a nearby window

Timbale, low—hit with stick

4 trumpets unison—SFZ

Distant train whistle

Looped violins—tremolo

Cross stick, rock snare A, left

Wind in pine trees

Storing sound files (con't)

RENAME—Renaming a sound file

You can change the name of the current sound file.

1. Select the RENAME command from the Store/Recall menu.

The menu is replaced by a prompt.

Assign new filename to current sound file =>

2. Enter the new filename.

The new filename appears above the display in the field labeled Current Filename.

If you enter the name of a sound file already stored in the current catalog on disk, an error message appears.

Error: Duplicate Filename <filename>

Store/Recall menu

A) Display	D) Save	H) Collect	L)	P)	T)
B) Modify	E) Unsave	I) Record	M)	Q)	U)
C) Store/Recall	F) Rename	J) Max Time	N)	R)	V)
X) Modify II	G) Recall	K)	O)	S)	W)

Storing sound files (con't)

SAVE—*Storing sound files*

You can use the Sound File Editor to store sound files in the **current catalog** of the **current device**. To store your sound files in other storage areas in your system, see the manual *Organizing and Storing Sounds*.

1. Select the SAVE command from the Store/Recall menu.

The menu is replaced by a prompt.

Enter name of file to save =>

2. Enter a valid sound file name. (See "Sound file names" earlier in this section for details).

If you want to store the sound file with its current name, press Return without typing anything. A message prompts you to confirm the command.

3. Press Return again.

The current sound file is stored in the current catalog under the designated filename.

You can cancel a command and return the command list to the screen.

- Press Delete.

WARNING: If you assign the name of a sound file already stored in the current catalog to the current sound file, the stored sound file will be replaced by the current one.

UNSAVE—Erasing sound files from the Winchester

You can erase a sound file stored in the current catalog of the Winchester using the UNSAVE command.

1. Select the UNSAVE command from the Store/Recall menu.

The menu is replaced by a prompt.

Enter name of file to unsave=>

2. Enter the filename of the sound file to be erased.

The selected file is erased from the Winchester.

Recalling sound files

Sound files can be brought into poly memory directly from a Winchester or optical disk using either the Sound File Editor, Sound File Directory or Optical Disk Display.

RECALL—Using the Sound File Editor to recall a sound file

You can recall a sound file to poly memory using the RECALL command in the Sound File Editor. The entire system is searched automatically.

1. Select RECALL from the Store/Recall menu.

This message appears on the screen.

Enter name of soundfile to recall or CTRL-C for Directory
=>

2. Enter the filename or treename of the desired sound file. (See the section "Devices" in the *Organizing and storing sounds* manual for details about treenames.)

If you enter a filename, the system searches the following storage areas in order: poly memory, the current catalog, the Winchester subsystem and the current optical disk volume. If you enter a treename, the system searches for the sound file using the path specified in the treename.

Store/Recall menu

A) Display	D) Save	H) Collect	L)	P)	T)
B) Modify	E) Unsave	I) Record	M)	Q)	U)
C) Store/Recall	F) Rename	J) Max Time	N)	R)	V)
X) Modify II	G) Recall	K)	O)	S)	W)

Recalling sound files (con't)

The Sound File Directory

You can use the Sound File Directory to recall sound files to poly memory. You can select the Sound File Directory from either the Main or Welcome Menu.

You can also activate the Sound File Directory from the Sound File Editor, without returning to the Main Menu.

1. Select RECALL from the Store/Recall menu.
2. Press Ctrl-C to display the Sound File Directory on the screen.

At the top of the Sound File Directory, a selection panel shows available devices and display options. Sound files are listed in the bottom window.

You can remove the selection panel to display more sound files on the screen.

- Click the button labeled M near the top right of the screen, or type m.

The selection panel disappears and the sound file window is larger.

You can return the selection panel to the screen.

- Click the button labeled M or type m again.

The panel reappears.

Note: Whether or not the selection panel appears on the screen, you can select an option from it by typing the appropriate number or letter.

Sound File Directory

with selection panel

SOUND FILE DIRECTORY X Y Clear M

DEVICES: ☐ 1 All Winchesters ☐ 2 Optical Disk ☐ 3 Poly Memory ☐ 4 W0: ☐ 5 W1: ☐ 6 F0:

SORT: ☐ A By Files Only ☐ B By Cats/Files ☐ C By Cats Only

SHOW: ☐ D Caption ☐ E Length in SECONDS ☐ F Length in MEGABYTES ☐ G Length in SECTORS ☐ H Audition ☐ I Poly Bin

Filename	Seconds	Bin	Caption	P	S	T	?
BASS							
BKBASS1	2.1	1	Extracted data				
POPBASS2	2.0	1	Cut down from POPBASS1				
POPBASS3	0.8	1	Extracted data				
STEINC#1	4.0	1					
STEINPOP	0.4	1	Extracted data				
CYMBALS							
RBEL-R-R	5.0	2	Cymbal - ride on bell				
RPNG-R-R	5.0	2	Cymbal - ping ride				
EBSRO							
EBSAN141	3.5	1	Yamaha 1000 Electric Bass				
EBSBN140	0.9	1	Tom's Yamaha 100 Electric Bass				

without selection panel

SOUND FILE DIRECTORY X Y Clear M

Filename	Seconds	Caption	P	S	T	?
BASS						
BKBASS1	2.1	Extracted data				
POPBASS2	2.0	Cut down from POPBASS1				
POPBASS3	0.8	Extracted data				
STEINC#1	4.0					
STEINPOP	0.4	Extracted data				
CYMBALS						
RBEL-R-R	5.0	Cymbal - ride on bell				
RPNG-R-R	5.0	Cymbal - ping ride				
EBS40						
EBSAN141	3.5	Yamaha 1000 electric bass				
EBSBN140	0.9	Tom Hemby's Yamaha 1000 Electric Bass				
EBSBN242	0.3	Yamaha 1000 electric bass				
EBSBN348	0.9	Tom Hemby's Yamaha 1000 Electric Bass				
EBSEN141	3.5	Yamaha 1000 electric bass				
EBSEN240	1.2	Tom Hemby's Yamaha 1000 Electric Bass				
EBSEN342	0.2	Yamaha 1000 electric bass				
EBSTN140	0.7	Tom Hemby's Yamaha 1000 Electric Bass				

Recalling sound files (con't)

Recalling a sound file using the Sound File Directory

The Sound File Directory contains a selection panel at the top of the screen and a list of sound files at the bottom.

1. Select the desired device by typing or clicking the number preceding it.

The list of sound files changes to reflect the selected device. If the selected device is a Winchester or floppy disk, only sound files in the top-level catalog appear. If the selected device is "All Winchesters," all sound files on all Winchesters are listed alphabetically by subcatalog and filename.

2. If you selected the optical disk, choose a display format from the SORT options. You can sort the sound file list alphabetically by category, filename or both.
3. Select a display format from the SHOW options.

For any device, you can show names only, names with captions or names with lengths and captions. Lengths can be shown in seconds, sectors and/or megabytes. Audition allows you to hear the sound file as it is loaded into poly memory.

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Recalling a sound file using the Sound File Directory (con't)

4. Locate the desired sound file by moving the scroll box or pressing the arrow keys until the sound file appears, or by using the Search button (see "The Search function" later in this section).

You can click the box labeled T in the upper right corner of the sound file window to bring the highlighted sound file to the top of the window.

5. Click the sound file name or move the cursor to it with the arrow keys and press Return.

If the sound file is not already in poly memory, a message appears at the bottom of the screen while the file is loading.

Installing Sound File <sound file name>

If "Audition" is selected, the sound file plays as it is loaded into poly memory.

Note: If you activated the Sound File Directory from the Sound File Editor, the Sound File Editor reappears on the screen automatically. A graphic display of the recalled sound file is drawn.

Recalling sound files (con't)

Location memory buttons

The Sound File Directory has two location memory buttons labeled X and Y at the top of the screen. Each button can store a selected screen location. When you activate the button, the screen automatically returns to that location.

1. Move the cursor to a sound file name shown in the Sound File Directory.

The sound file name is highlighted.

2. Click the button labeled X, or just type x.

The memory button lights to indicate that it is storing the location of the selected sound file. This sound file is now the mark point to which the display returns whenever you type x or click the button labeled X.

Follow the same procedure to set the Y memory button.

Location memory buttons (con't)

The information stored in both memory buttons is cleared automatically when you leave the RTP system.

You can use the terminal keyboard to clear an individual memory button.

- Press Ctrl-X to clear the X memory button or Ctrl-Y to clear the Y memory button.

You also can use the trackball to clear an individual memory button.

1. Click the word Clear, next to the memory buttons.

The word blinks.

2. Click the button labeled X.

The button and the word Clear are unlit to indicate that the X memory button is cleared.

Follow the same procedure to clear the Y memory button.

The Optical Disk Display

The Optical Disk Display is activated from the Main Menu. At the top of the screen, the **information panel** displays the filename, caption and category assignments for the currently selected sound file.

Two windows appear at the bottom of the screen.

- The **optical window**, on the left, displays the contents of the currently loaded optical disk volume.

The Display Format switch at the bottom of the window allows you to list the contents alphabetically by categories, filenames or both.

- The **sound file window**, on the right, displays names of sound files stored on other devices—Winchester, floppy disk, poly memory or the current catalog. A device selector appears at the top of the window.

The Display Format switch labeled **SHOW** allows you to display sound files in both windows by name only, name and caption or by name, caption and length.

The formats selected on the Optical Disk Display remain until you leave the RTP system. When you return to the Optical Disk Display from another RTP display, the screen restores the previously shown sound file location and information. Even if you change the Display Format switches, the current sound file remains highlighted on the screen.

Optical Disk Display

OPTICAL DISK STORAGE													
Sound File:	PIG001 Store Update: Source												
Caption:	Snorts, angry												
Categories:	<table border="1"> <tr> <td>ANIMALS</td> <td>FARM</td> </tr> <tr> <td>ANIMALS:PIGS</td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </table>	ANIMALS	FARM	ANIMALS:PIGS									
ANIMALS	FARM												
ANIMALS:PIGS													
Clear													
Free: 212													

Contents of Optical Disk	T ?
AIRPLANES: HELICOPTERS	↑
AIRPLANES: JETS	
ANIMALS: BIRDS	
ANIMALS: COWS	
ANIMALS: DOGS	
ANIMALS: DONKEYS	
ANIMALS: HORSES	
ANIMALS: PIGS	
ANIMALS: SHEEP	
APOCALYPSE: HELICOPTERS	↓

Contents of W1:	T ?
BIRDS	↑
CLUCK001 QUACK001	
QUACK002 CROW001	
SONG001 SONG002 SONG003	
SONG004	
COWS	
MOO001 MOO002	
DOGS	
BARK001 BARK002	↓

Load Volume	Categories Only
Free Space	Dir 99% Data 96%

SHOW: Names Only
FUNCTION: Recall & Audition

Recalling sound files (con't)

Recalling a sound file using the Optical Disk Display

The Optical Disk Display contains two windows at the bottom of the screen. The **optical window**, on the left, displays the contents of the currently loaded optical disk volume. The **sound file window**, on the right, displays names of sound files on other devices.

1. If you want to recall a sound file that is stored on the optical disk, proceed to step 2. Otherwise, set the device switch (at the top of the sound file window) to the device containing the desired sound file.

The list in the sound file window changes. If the selected device is a Winchester or floppy disk, only sound files in the top-level catalog appear. If the selected device is "All Winchesters," all sound files on all Winchesters are listed alphabetically by sub-catalog and filename.

2. Change the display format switches, if desired.

You can display the optical disk list alphabetically by category, filename or both. In both windows, you can show names only, names with captions or names with lengths and captions. Lengths can be shown in seconds, sectors and/or megabytes.

3. Set the switch labeled Function to choose whether to simply select the sound file (**None**), select it and recall it to poly memory (**Recall**) or select it, recall it to poly memory and listen to it (**Recall & Audition**).

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Recalling a sound file using the Optical Disk Display (con't)

4. Locate the desired sound file by moving the appropriate scroll box or pressing the arrow keys until the sound file appears, or by using the appropriate Search button (see "Using the Search function" later in this section).

If you drag a scroll box, the sound file names appear in the center of the screen.

You can click the box labeled T in the upper right corner of the appropriate window to bring the highlighted sound file to the top of the window.

5. Click the sound file name, or move the cursor to it with the arrow keys and press Return.

The sound file name, caption, and any categories to which the sound file is assigned appear in the information panel at the top of the screen.

If the sound file is not already in poly memory, a message appears at the bottom of the screen while the file is loading.

Installing Sound File <sound file name>

If "Recall" is selected, the sound file is loaded into poly memory. If "Recall & Audition" is selected, the sound file plays as it is loaded.

Recalling sound files (con't)



Search button

The Search function

Both the Optical Disk Display and the Sound File Directory contain Search buttons. Each Search button is labeled with a question mark and is located just above the scroll bar.

You can use a Search button to automatically locate a sound file in the current list.

1. Click the Search button.

A message appears across the middle of the screen.

Enter search ID: [SEARCH] [CANCEL]

2. Type any portion of the sound file name, length or caption that you want to locate.

You can type any character string, including letters, numbers, spaces and punctuation marks. The character string can be all or part of a word.

3. Click [SEARCH] or press Return.

In a few moments, the screen cursor moves to the first occurrence of the character string you entered. You can select that sound file or continue the search, as explained on the following page.

If no sound file containing the specified text is located, the following message appears.

Error: No match found for search ID

Note: You can abort a search by clicking the large track-ball button.

Continuing a search

You can continue to search for the same character string without retyping it.

Follow these instructions to continue a search in the Optical Disk Display.

1. Click the appropriate Search button again.

The search dialog reappears with your character string intact.

2. Click [SEARCH].

The cursor moves to the next occurrence of the character string you entered.

You also can continue a search in the Sound File Directory.

- Press / (the slash key next to the Shift key on the terminal keyboard).

The cursor moves to the next occurrence of the character string you entered.

Printing a list of sound files

Printing the Sound File Directory

You can print a list of all the sound files and subcatalogs or categories displayed in the Sound File Directory. The list contains only the columns you select to display in the sound file window on the terminal screen.

1. Be sure your printer is connected and the power is on. The printer must be in "ready" or "on line" mode.
2. Select the Sound File Directory from the Main Menu.

A list of devices and display formats appears at the top of the screen. Sound files are listed in the window at the bottom.

3. Select the desired device by clicking or typing the number preceding it. If you select the optical disk, you may have to insert the disk and load the volume. (See "Optical disk" in the *Organizing and storing sounds* manual.)

The list of sound files changes to reflect the selected device. If the selected device is a Winchester or floppy disk, only sound files in the top-level catalog appear. If the selected device is "All Winchesters," all sound files on all Winchesters are listed alphabetically by subcatalog and filename.

(con't next page)

Printing the Sound File Directory (con't)

4. Select a display format from the SORT and SHOW options. You can select one or more SHOW options.

If you selected the optical disk, you can sort the sound file list alphabetically by category, filename or both. For any device, you can show names only, names with captions or names with lengths and captions. Lengths can be shown in seconds, sectors and/or megabytes.

5. Click the button labeled P near the top right of the sound file window, or type the letter p.

This message appears in the dialog box.

Click PRINT to initiate printout [PRINT] [CANCEL]
Title:

6. If you want to specify a title for the printout, click the field labeled Title and type the desired text.
7. Be sure your printer is ready and click [PRINT].

The printer produces a list of all the sound files on the selected device, using the display format you chose for the sound file window. If you specified a title, it appears on the cover page.

Note: You can halt the printing procedure at any time by clicking the large trackball button.

Sound files and timbres

When you recall a sound file, it is loaded into poly memory and becomes the current timbre.

The sound file as part of a Synclavier timbre

While a sound file is loading, a message appears in the keyboard display window.

```
LOADING SOUND  
FILE "<name>"
```

A similar message appears at the bottom of the Sound File Directory screen.

When loading is complete, the message in the keyboard display window changes.

```
<sound file name> ACTIVE  
ON KEYBOARD
```

Once a sound file is recalled to poly memory, you can modify and store it as a timbre. You also can assign groups of sound files to different partial timbres or to different sections of the keyboard. The entire group of sound files can be modified and stored as a timbre. (See "Keyboard patches" for instructions.)

Timbre files

Timbres are stored in a special timbre storage space called a **timbre file**. All the timbres in a single timbre file are shown in the Timbre Directory for that file.

A timbre file consists of up to eight banks with up to eight timbre entries in each bank (a total of 64 timbres). Since some timbres take up more space than others, a bank may have fewer than eight timbres and a timbre file may have fewer than eight banks.

One timbre file is located on your Winchester in the top-level catalog; that is, the storage area of your Winchester that is immediately available when you start the system. Other timbre files can be located in subcatalogs and on floppy disks, one in each storage area.

Recalling timbres

Recalling a timbre

You can recall a timbre from a timbre file stored on a Winchester or floppy disk. Sound files that are part of a timbre are loaded into poly memory whenever the timbre is recalled into main memory.

You can recall a timbre from the current catalog or another device using the Timbre Directory.

1. Select the Timbre Directory from the Welcome or Main Menu.
2. If the timbre file containing the desired timbre is on another device, choose that device from those shown at the top of the screen by typing the appropriate number.
3. Select the desired timbre.

The selected timbre becomes the current timbre. All the sound files associated with the timbre are loaded into poly memory.

If any of the sound files associated with the timbre cannot be located on your Winchesters, optical disks or the disk in the floppy drive, a message appears. See the section "Locating missing sound files" for instructions on loading these sound files into poly memory.

TIMBRE DIRECTORY

1. Use arrows to move cursor, <RETURN> to call up timbre, <ENTER> when done.
2. Select devices with 1, 2, 3, ...
3. Devices — 1 W1: 2 W0: 3 F0:

E N T R Y	BANK 1		BANK 2		BANK 3		BANK 4	
	1. SINE WAVE	[S]	CROSS STICK	.02	TUMBA	.14	ELEC BASS1	.18
	2. LIVE DRUMS	.37	HIGH HATS	.09	CONGA	.36	POPBASS1	.08
	3. ELECTRIC KIT	.26	TOTOSAN	.38	QUINTO	.34	BASS W/POP	.26
	4. DRUM MACHINE	.31	MAMBO BELLS	.22	TIMBALES	.42	STEINBERGER	.37
	5. BBALL/SHOT	.48	BONGO BELLS	.18	SHEKERE	.07	SBASS W/POP	.41
	6. BDRUM/SNARE	.1	WOOD BLOCKS	.1	BANZA	.07	PHASED EBASS	.18
	7. RIDE CYMBAL1	.47	PERCUSSION	.33	TRIANGLE	.42	PHASED SBASS	.37
E N T R Y	8. RIDE SYMBAL2	.48	TABLA	.66	TAMBOURINE	.49	PZ BASS 2V	4.81
	BANK 5		BANK 6		BANK 7		BANK 8	
	1. PIANO	3.78	TRUMPET	.15	FLUTE	.21	LEAD HAMMOND	(S)
	2. VIBES	.43	TPT SECTION	.76	VOICE	.48	SPACE VOICES	(S)
	3. GUITAR	1.3	TPT SECTION	.57	VIBES/VOICE	.91	RHODES	(S)
	4. 12 ST GTR	2.3	TROMBONE1	.39	FLUTE/VIBES	.69	SYNTH BASS	(S)
	5. RHYTHM GUITAR	.1	TROMBONE2	.47	GUITAR/VOICE	1.8	SOLO VIOLIN	(S)
	6. STEEL DRUMS	.72	BRASS SECTION	.1	GUITAR/CLAR	2.25	BIG BELL	(S)
E N T R Y	7. STRINGS	1.64	CLARINET	.95	SDRUMS/VIBES	1.2	BOO BAMS	(S)
	8. CELLI	1.7	SAXOPHONE	.99	SAX/GUITAR	2.28	OBOE	

Recalling timbres (con't)

Recalling a timbre from a subcatalog

Follow these instructions to recall a timbre stored in a Winchester subcatalog.

1. Press Enter to return to the Main or Welcome Menu.
2. Select the Subcatalog Directory.
3. Click the desired subcatalog name or move the cursor to the name and press Return.
4. Press Enter to return to the Main or Welcome Menu.
5. Select the Timbre Directory again.

The new Timbre Directory (from the selected subcatalog) appears on the screen.

6. Select the desired timbre.

Note: Subcatalogs are described in the manual *Organizing and Storing Sounds*.

Using the keyboard control panel to recall a timbre

If you have a Synclavier keyboard, you can use the control panel to recall a timbre from the current catalog.

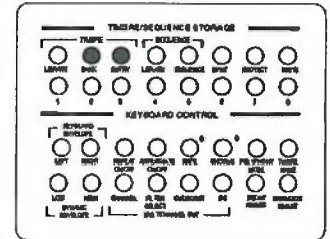
1. Press BANK and then a numbered button on panel 4 to select a timbre bank.
2. Press ENTRY and then a numbered button on panel 4 to select a timbre entry.

The selected timbre becomes the current timbre, and its data appears in the keyboard display window.

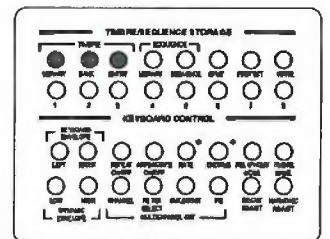
You also can recall a timbre from a floppy disk. If the desired timbre is in a subcatalog on the floppy disk, use the Subcatalog Directory to change the current catalog before you execute the following steps.

1. Place the disk containing the desired timbre file into the floppy drive 0.
2. Press and hold the TIMBRE LIBRARY button on panel 4.
3. While you hold the LIBRARY button, press BANK and then a numbered button on panel 4 to select a bank.
4. Press ENTRY and then a numbered button on panel 4 to select a timbre entry.

The selected timbre becomes the current timbre, and its data appears in the keyboard display window.



BANK, ENTRY
panel 4



TIMBRE LIBRARY,
BANK, ENTRY
panel 4

Locating missing sound files

Loading missing sound files from a floppy disk

If the timbre you have recalled uses sound files that cannot be located on your Winchester, optical disk or the disk in the floppy drive, and they are stored on another floppy disk, use the Missing Sound File display to load them into poly memory.

1. Select the Missing Sound File Display from the Main Menu.

The display lists all the sound files associated with the keyboard timbre that cannot be located on the Winchester, optical disk or current floppy disk.

2. Insert the floppy disk containing any missing sound files into floppy drive 0.
3. Press Return.

The sound file(s) from that disk begin loading. When the loading is complete, all the files loaded disappear from the list on the screen.

4. Repeat steps 2 and 3 until all missing sound files have been loaded and the bottom part of the screen is blank.
5. Press Enter to return to the Main Menu.

Loading missing sound files from tape

If the sound file you have recalled cannot be located on your Winchesters, optical disk or the current floppy disk, and it is stored on Kennedy tape, you have to load it onto the Winchester from the Monitor module.

1. Press ⌘-Spacebar from the Main or Welcome Menu to enter the Monitor module.
2. Use the TapeCat utility to load the sound file onto the Winchester. (See the manual *Organizing and Storing Sounds* for specific instructions.)
3. Type

new x; play

The Welcome Menu appears on the terminal screen.

4. Recall the sound file again from the Sound File Directory or the Optical Disk Display. If the missing sound files are associated with a timbre, recall the timbre from the Timbre Directory.

Naming timbres

Timbre names

Since the current sound file is part of the current timbre, you can store it as a timbre in a timbre file. When you store a sound file as a timbre, you should give it a timbre name for easy identification. You can name the current timbre using the Timbre Name item on the Main Menu.

1. Select Name Keyboard Timbre from the Main Menu.

The cursor moves down one line where the current timbre name, if any, is displayed.

3. Type the new timbre name using any combination of up to eight letters, numbers and symbol characters. Spaces and the following characters cannot be used.

? ! : ; , / \ < > + = % & * | @

4. Press Return.

The new name of the current timbre appears at the lower right corner of the screen.

Naming a timbre from the keyboard

If you have a Synclavier keyboard, you can name a timbre using the keyboard control unit.

1. Press the **TIMBRE NAME** button on panel 4.

The current timbre name, if any, appears in the upper half of the keyboard display window. The first character of the name blinks. If the current timbre has no name, the window is blank and there is a blinking underline.

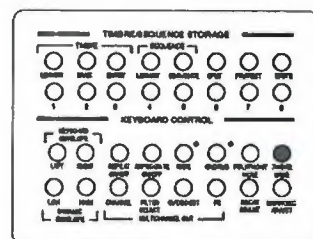
2. Turn the control knob until the desired character appears in the display window.
3. Press TIMBRE NAME again.

The new character appears in the display window and the next character blinks.

4. Repeat steps 1 and 2 until the timbre name is complete.

You can move the blinking cursor to any character by pressing TIMBRE NAME repeatedly or by holding down TIMBRE NAME while you turn the control knob. In the first instance, the cursor wraps around to the beginning character or space. In the second, it does not.

You can delete a character by placing the cursor on the character and turning the control knob all the way to the right.



TIMBRE NAME
panel 4

Storing timbres

What is stored

When you store a timbre, you store all the information about the timbre, including

- the name of each sound file contained in the timbre;
- all partial timbre modifications including vibrato, portamento, tremolo (amplitude modulation), tuning, volume, chorus, final decay, keyboard envelope and real-time effects;
- all modifications of the whole timbre such as chorus, arpeggiate, repeat and polyphony control;
- the timbre name.

The sound files themselves are not stored in the timbre file, only their names and locations on disk. When the timbre is recalled, the sound file is automatically loaded into poly memory.

Timbre files

Each timbre file in your system is named **.newdata**; there can be only one **.newdata** file on each device or in each subcatalog in your storage system.

The top-level catalog of your W0: Winchester contains a timbre file with pre-set timbres in it. Other timbre files may already exist in subcatalogs in your system. When you store a timbre to a selected place in the timbre file, it replaces any existing timbre stored in that place.

The disk labeled **Master Timbre/Sequence Storage Disk** contains a default timbre file. Before you start storing timbres, you should make a copy of this timbre file. You can copy it into a newly created subcatalog on your Winchester, or you can copy it onto a blank **formatted** floppy disk. Both procedures are explained in the *Organizing and storing sounds* manual.

TONE-SENSITIVE STORAGE

TONE		SOUND					
<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input checked="" type="radio"/> 8

REPEATING CONTROL

TYPING		REPEATING		TYPING		REPEATING	
<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8

TYPING CONTROLS

TYPING		REPEATING		TYPING		REPEATING	
<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	<input type="radio"/> 5	<input type="radio"/> 6	<input type="radio"/> 7	<input type="radio"/> 8

4.38 Sampling and sound editing

You can store the current timbre in the current catalog using buttons on the keyboard control panel.

1. Press **BANK** and a numbered button on panel 4 to specify the desired bank.
2. Press and hold **WRITE**. The display window shows

3. Continue to hold **WRITE** while you press **ENTRY**. The display window shows

4. Continue to hold WRITE while you press a numbered button on panel 4 to specify the timbre entry. The display window shows

If you do not press the buttons in the correct order, the timbre will not be stored and an error message appears.

Repeat the storage procedure, making sure the steps are executed in the correct order.

Storing a timbre on a floppy disk

You can store the current timbre on a floppy disk.

1. Insert a **formatted** floppy disk that includes a **.newdata** file into floppy drive 0. (See the *Organizing and storing sounds* manual for instructions.)

2. Press **BANK** and a numbered button on panel 4 to specify the desired bank.

3. Press and hold **WRITE**. The display window shows

PRESS ENTRY,
BANK OR SEQUENCE

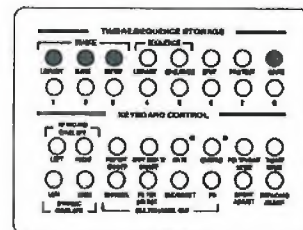
4. Continue to hold **WRITE** while you press and hold **TIMBRE LIBRARY**.

5. Continue to hold **WRITE** and **LIBRARY** while you press **ENTRY**. The display window shows

"1-8" WILL STORE
TIMBRE IN BANK [number of bank]

6. Continue to hold both **WRITE** and **LIBRARY** while you press a numbered button on panel 4 to specify the timbre entry. The display window shows

[number of sectors] SECTORS
WRITTEN TO DISK



TIMBRE LIBRARY, BANK,
ENTRY, WRITE
panel 4